

Part II

Question 1 – Certified Copy of Articles of Incorporation, attached
Question 5 – Copy of Bylaws, attached

Part IV

Narrative Description of Activities of Noisebridge

Historical Background

Noisebridge is a new organization. It is conceived as an infrastructure provider for technical-creative projects, collaboratively run by its members. It recently entered into a lease agreement for space in which to carry on its activities. It is an independent nonprofit corporation with no parent organization. Strategic decisions are made by the members of Noisebridge and by the board of directors, and implemented by the officers. All officers and board members are unpaid volunteers. Noisebridge has no endowment; it is dependent on its members and the general public for funding, through fundraising efforts and nominal fees for goods and services provided, and membership fees. The organization's documentation is available to the public on its wiki at <https://www.noisebridge.net/>

Present Activities

Noisebridge is currently recruiting members and organizing activities to take place in its work space which has been rented at 83C Wiese Street in San Francisco. The proposed activities are as follows:

(refer to "current events" on the above referenced Wiki for a calendar of current activities, at https://www.noisebridge.net/index.php/Current_Events)

Workshops

Noisebridge holds public workshops taught by volunteers on subjects within Noisebridge's purpose and its members' areas of expertise. Workshops are open to the general public on a first-come, first-served basis. Our workshops will be promoted locally via email lists and word of mouth, as well as other avenues TBD. Materials fees may be charged to cover costs but otherwise workshop attendance is free. See the organization's wiki for specifics on past and upcoming workshops: https://www.noisebridge.net/index.php/Current_Events . Public benefit comes directly to members of the general public who attend the workshops.

See, also, attached on-line flyers advertising workshops.

Art/Research

Noisebridge provides infrastructure for its members' art and research projects. This includes workspace, tools, storage space, and support for collaboration and communication. Several members have published papers of general scientific and technological interest in the past and it is expected that additional publications will result. Broad public benefit accrues from the increased production and exhibition of art.

Residencies

Noisebridge plans to start a residency program for artists, scientists, and technologists from other areas. From time to time we will invite an artist, scientist or technologist to visit San Francisco under a small grant sufficient to provide living expenses for the residency period. The visitor will have access to all of Noisebridge's resources during the residency period. Visitors will be chosen by the membership from proposals put forward by members or potential visitors, based on similarities of interest, the visitor's experience, expected benefits to Noisebridge members and to the visitor, availability of funds, and timing. Public benefit accrues to visitor directly and members of their home community.

Speakers Bureau

Noisebridge speakers' bureau for local school districts. Noisebridge will contact local school districts and offer speakers on topics related to art and technology at zero cost. Broad public benefit accrues directly to students who attend lectures.

Funding/Fundraising

Noisebridge currently has over 40 steadily active members who pay dues of \$80 (optionally \$40 for lower-income members) per month.

Noisebridge also offers weekend workshops on soldering, computer programming, basic chemistry, black and white photograph developing, and other skills related to art and technology with corresponding admission fees charged per participant. An example of a recent workshop and the admission charged is a soldering workshop held on 26 October 2008, in which attendees learned basic soldering techniques by building a kit of their choice and paid between \$5 and \$20 for kit parts. The workshop had no charge for teaching time.

Noisebridge also sells soft drinks, food, and supplies to members and guests on site.

Noisebridge will solicit corporate donations (in-kind expected: equipment & materials, etc.)

In addition Noisebridge will host open houses with voluntary donation jars and apply for grants from charitable organizations or government agencies whose goals are in alignment with Noisebridge.

Future Plans

Our vision is to maintain our collaborative space and increase our membership, and develop further activities involving outreach to the local community.

We are developing further outreach efforts into setting up the speakers' bureau for local schools described above, in exploring activities we can offer for youth local to the Noisebridge space, and in further workshops that will be of interest to the community.

See, also, attached description of Noisebridge, printed from its on-line materials.

See also, attached print out of article published in the Irish Times, describing Noisebridge, dated October 24, 2008.

Part V (1a) Compensation and Other Financial Arrangements

List of names, titles and mailing addresses of officers and directors and their annual compensation.

(continued from application)

Secretary: David Molnar, [REDACTED] Oakland, CA 94610
Compensation 0

Part V (3a)

List of officers and directors stating their qualifications and average hours worked and duties:

Officers:

President: Jake Applebaum, [REDACTED] Oakland, CA 94609

Duties: executive director: manage all officers and key personnel. Give presentations to community groups. Fundraising. Creating and organizing educational workshops and programs.

Hours worked: Estimated 8 hours per month

Qualifications: Software Engineer for the Tor Project, Independent Security researcher and professional photographer.

Secretary: David Molnar, [REDACTED] Oakland CA 94610
Duties: record minutes of all meetings, prepare

all legal paperwork and forms.

Hours worked: Estimated 8 hours per week

Qualifications: PhD candidate in Computer Science at UC-Berkeley, National Science Foundation Graduate Fellow, published at peer-reviewed conferences on cryptography and computer security.

Chief Financial Officer: Mitch Altman, [REDACTED] San Francisco, CA 94114

Duties: accounting and finances. Record all income and expenses. Short report to the membership each weekly meeting. Deal with taxes. Collect membership dues. Creating and organizing educational workshops and programs.

Hours worked: Estimated 4 hours per week

Qualifications: CEO of Cornfield Electronics, Inc., inventor, co-founder of 3ware, Inc.

Directors:

Jake Applebaum, [REDACTED] Oakland, CA 94609

Duties: See above, Officers

Hours Worked: See above, Officers

Qualifications: See above, Officers

Mitch Altman, [REDACTED] San Francisco, CA 94114

Duties: See above, Officers

Hours Worked: See above, Officers

Qualifications: See above, Officers

Noah Balmer, [REDACTED] San Francisco, CA 94110

Duties: facilitate meetings on rotating basis with others, create and organize educational workshops and programs, fundraising.

Hours Worked: Estimated 8 hours per month

Qualifications: Noah Balmer: Engineer (Kiva.org), Artist, Artisan

Andy Isaacson, [REDACTED] San Francisco, CA 94103

Duties: facilitate meetings on rotating basis with others, organize committees, create and organize educational workshops and programs, fundraising.

Hours Worked: Estimated 8 hours per month

Qualifications: Andy Isaacson: Software Engineer, Linux Kernel contributor, robotics hobbyist.

Rachel McConnell, [REDACTED] San Francisco, CA 94110

Duties: facilitate meetings on rotating basis with others, create and organize educational workshops and programs, fundraising.

Hours Worked: Estimated 8 hours per month

Qualifications: Lead Developer at Instructables.com; seamstress; electronics hobbyist; entrepreneur

Part V (5a) Conflict of Interest Policy

See Bylaws, page 19, 23 and 24, Articles 7.10.c, 9 and 10, sections entitled "Compensation Committee" (of the board of directors), "Contracts with Directors" and "Loans to Directors and Officers".

Part V (6a)

The Applicant may from time to time share revenue with a teacher of a particular workshop, perhaps in a 50 – 50 sharing arrangement, whereby the teacher takes half of the proceeds from the entrance fees for the workshop, and the Applicant takes the other half. For example, a recent workshop cited above, held on 26 October 2008, in which attendees learned basic soldering techniques by building a kit of their choice, had admission fees paid between \$5 and \$20 for kit parts. The workshop had no charge for teaching time. However, in future, part of the admission charge may be shared with the instructor.

Part VI

1 a. Description of Programs

See above, Part IV, page 1 – 2 of this attachment

3. Recipients of goods or services provided by the Applicant may have a family or business relationship with an officer, director, trustee or highly compensated employee or independent contractor, but they will be treated no differently from any other member of the general public.

Part VIII

4 a. Description of fundraising programs:

Noisebridge members self-organize fundraising events at the 83C Wiese Street location. For example, Noisebridge members organized a "Halloween Open House" on 31 October 2008, inviting the general public to tour the space and learn more about projects and services at Noisebridge. No admission was charged for this event, but guests were encouraged to donate what they wished.

Members may also approach companies to explore the possibility of in-kind or equipment donations. These companies may be located in San Francisco or elsewhere in the world.

Noisebridge members or officers may also in the future apply for grants on behalf of the organization. We do not anticipate hiring professional fundraising staff or consultants or independent contractors at this time.

4.d. List of all state and local jurisdictions where the applicant carries on fundraising: San Francisco, California

Fundraising for Noisebridge only.

Part IX

A. Statement of Revenue and Expenses

Itemizations:

Line 9

	Year 1	Year 2	Year 3
Sales of food and beverages, fees for workshops, materials, etc.	860	48,000	72,000

Line 16

	Year 1	Year 2	Year 3
Parts and supplies for use of participants	5,178	3,600	6,000
Miscellaneous supplies (toilet paper, officers supplies, etc.) for use of participants	550	1,800	2,400
Office set up (shelves, desks, chairs, projector, etc.) for use of participants	2,145	6,000	3,000
Equipment (enlarger, laser cutter, CNC, etc.) for use of participants	600	10,000	25,000
Repairs	0	2,000	2,000

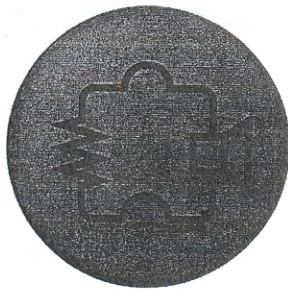
Workshop Expenses, curriculum development	0	4,800	6,000
TOTAL	8,473	26,500	44,400

Line 23

	Year 1	Year 2	Year 3
Licenses and government fees; bank fees	709	500	300
Travel	0	5,000	8,000
TOTAL	709	5,500	8,300

B. Balance Sheet (projected)

Line 10 – other assets are equipment, tools and furnishings for the premises
either donated to or purchased by the Applicant 8473



Noisebridge

83C Wiese Street
San Francisco, CA 94103

<https://noisebridge.net>

Noisebridge is a space for sharing, creation, collaboration, research, development, mentoring, and of course, learning. Noisebridge is also more than a physical space, it's a community with roots extending around the world.

What's The Big Idea?

We provide infrastructure and collaboration opportunities for people interested in programming, hardware hacking, physics, chemistry, mathematics, photography, security, robotics, all kinds of art, and, of course, technology. Through talks, workshops, and projects we encourage knowledge exchange, learning, and mentoring.

As a space for artistic collaboration and experimentation, we are open to all types of art with a special emphasis on the crossover of art and technology. From hardware labs to electronics, cooking, photography, and sound labs, anything that's creative is welcome.

Many interesting things are happening at all times. Sharing is essential to making this work. We believe in starting from a point of respect and trust. We believe it builds a safe community and that this will foster innovation and creation. Our code of conduct is "Be excellent to each other".

Leadership is taken by individual members for specific projects. We call this "sudo leadership" after the *nix command sudo which allows a regular user to do one root-level, or superuser, task. In other words, if you want Noisebridge to do something, start doing it.

Who Is Financing It?

We self-finance through membership fees (\$80 per member/month with \$40 "starving hacker" rate), beverage sales, and parties, the way European hacker spaces do it. We also accept donations. Donations and sponsorships will accompany renovation and equipment purchase. Within the first 24 hours of renting a space, we raised over \$10,000 for a cool location and meaningful projects. Within our first month, we've nearly become cash flow positive from membership dues alone. Further discussion is happening on the Finances wiki page.

Where Does The Inspiration Come From?

Noisebridge is inspired by similar European clubs like Metalab of Vienna, CBase of Berlin, MAMA of Zagreb, and ASCII of Amsterdam. Many other clubs of a similar stripe can be found at Hacklabs and Hackerspaces dot Org. It would not be out of the question to consider Noisebridge a possible San Francisco Chaostreff. Noisebridge is a hacker space and community that shares a Dorkbot-like ethic, and indeed, many of the members of Noisebridge are long-time Dorkbotters.

Friday, October 24, 2008

Hackers need space to innovate

WIRED: The Government should fund a technology collective to generate some fresh thinking, writes Danny O'Brien

THE FIRST hacker space I can recall was the L0ft: a Boston loft shared by a hat-making company and a group of grungy security experts and computer underground figures with names like "Mudge" and "Kingpin".

The L0ft lasted from 1992 to 2000: a group of smart minds working on slightly edgy tech plans together in a shared environment, wiring together wireless networks long before anyone was thinking of WiFi, sketching out potential attacks on the Internet that got the US Congress worried.

When the L0ft started, it was hard to get hold of the technology you needed to hatch such plans, unless you had the right job. And in 1992, it wasn't easy to get a job unless you were the right sort of person. The L0ft people weren't right in that sense - although their work predicted a great deal of what was to happen in the dotcom boom.

In 2008, you see tattoos and piercings on chief executives and company presidents in Silicon Valley, but the jobs are beginning to edge away again. Just the right time for the return of the idea of a "hacker space", a co-operatively run tech workspace that isn't for business, and not quite for pure fun. That's what's happening at Noisebridge in San Francisco's Mission district.

A rented apartment, the space has been commandeered by a group of hardware and software enthusiasts who are paying \$80 a month each to pool their resources, and kit it out with high-speed Internet, strange hardware and stranger friends.

The truth is that hacker spaces have never quite gone away. In Europe, where the movement has closer ties to the squatting collectives of Germany and the Netherlands, hacker spaces have existed for many years.

C-Base in Berlin and ASCII in Amsterdam were founded in the mid-1990s and survived for over a decade; long enough to pass the knowledge back to the US. Inspired by visits to European hacker spaces, New York technologist Bre Pettis founded NYC Resistor in Brooklyn in 2007. A similar crossover contact between European and west coast coders spawned Noisebridge last month.

What do you do in a hacker space? Gossip, compare notes, learn and teach seem to be the key activities: coders sit around and help each other, or wave their hands explaining their latest idea.

In any other field, most projects being conducted in these places would be an art, a craft or a hobby. But hacker space projects tend to float between all of those labels. One person works on wiring San Francisco's public transport notification system into Noisebridge's audio, so late-night hackers can hear when the next train is due. In New York, coders have worked with knitting and textile enthusiasts to see if there's a potential crossover in their two worlds. Tutorials at Noisebridge include lessons in "processing", the computer language used by modern artists to build interactive works, and hacking the Arduino - a hardware platform used by artists and roboticists alike.

None of these ideas are intended to make money. Indeed, hacker spaces are supposed to take some of the pressure away from the money-grabbing pursuits of the wider Silicon Valley world. There's a cheap "starving hacker" rate at Noisebridge for those who don't have much cash; the hardware is mostly donated.

The return of the hacker spaces may be a sign that the brightest minds in America's tech community are preparing for their cyclical hibernation - in a week where Yahoo has shed 10 per cent of its employees, and there are more shutdowns than start-ups, places like Noisebridge and NYC Resistor look like refuges.

Not that anyone here views them in such a negative light. Dozens have signed up to be members of Noisebridge, and the community has enough regular dues to pay its high San Francisco rental costs. Despite being the initiator of so many tech innovations, the city has never had an open hacker space, and the excitement around the arrival of Noisebridge is high.

The European hacker space movement is also experiencing a revival. After losing one of its key Dutch collectives, ASCII, in 2006, dozens are now springing up across the continent.

Which leaves the obvious gap in this transatlantic movement: is there room for an Irish hacker space? With Dublin real estate prices, unless someone fancies an old-fashioned squat, perhaps not. But European hacker spaces haven't turned away indirect government funding in the form of arts grants and a space doesn't have to sit in the most expensive urban environment. Anywhere with a fast Internet pipe will do.

If the Government wants to inspire some forward-thinking development work by the next generation of Irish students, it might do well to seed a couple of grungy looking spaces with a sound system and a few LCD screens donated from a Department of Enterprise, Trade and Employment spring clean.

It might be the cheapest way to come out of this downturn with a few bright ideas.



This article appears in the print edition of the Irish Times

In this section »

- Technology start-ups face funding shortfall
- Game on for developers
- It's time for Bluetooth watches
- Investment of €724m to ring change in telecoms industry
- US software firm's Irish unit in recruitment drive
- New digital TV service launched



Oscilloscopes

From Noise Bridge

Contents

- 1 Oscilloscopes
 - 1.1 When?
 - 1.2 Who?
 - 1.3 How many?
 - 1.4 What?

Oscilloscopes

When?

Sunday, november 16th, 3:00PM to 4:30PM.

Who?

David Stafford (me! <http://www.ugcs.caltech.edu/~dstaff/david.jpg>) and anyone who decides to help me will be teaching the class.

Anyone who already has minimal electronics experiance. If you've built even very basic circuits before, you're probably fit for this class.

How many?

We will have three oscilloscopes for the class. Six people can work in teams of two. If someone can lend an oscilloscope for the class, we can have 8 people. Please sign up below and write something about what you want to learn so I can better target the class.

- Jacob (I'm just along for the ride, I'd like to better my understanding of triggers, etc)
- adi (I'm a digital scope boy livin' in an analog scope world)
- slot 3 jim i can bring a scope
- slot 4 Rachel
- slot 5 daniela
- slot 6 BillyBuggy I can bring a 2-channel, very easy-to-understand Oscilloscope. Will it be needed? (I don't want to carry it on Bart if I don't have to.) Mail me at nye2@email.com, thanks.
- slot 7 Rigel

- slot 8

What?

Topics to be covered include:

- Basics: how a CRT scope works
- Probe selection and calibration
- Measuring a constant voltage
- Changing voltages: triggering, AC versus DC coupling
- Looking at multiple signals
- Measuring complex signals: more triggering techniques.

You'll work in pairs analyzing various aspects of a simple 555 oscillator circuit and an EL wire driver. The class should take between 60 and 90 minutes. I expect 90% of the class to be hands on with little or no "lecture" time.

Retrieved from "<https://www.noisebridge.net/wiki/Oscilloscopes>"

Category: Events

- This page was last modified 02:24, 18 November 2008.
- Content is available under Attribution-Noncommercial-Share Alike 3.0 Unported.

Processing Workshop

From Noise Bridge

Scott led a Processing workshop on September 13th, 2008. See Processing Workshop Report for a summary.

Contents

- 1 Schedule
- 2 Location
- 3 Cost
- 4 Curriculum
- 5 What You Need To Do
- 6 Expressions of Interest

Schedule

Saturday, September 13, 2008 at 2:00 p.m.

- 2:00—4:00: Direct instruction
- 4:00—4:15: Break
- 4:15—6:30: Open workshop (optional—free time to hang out and work on your projects with the benefit of some one-on-one guidance)

Location

San Francisco, in the Mission District.

Cost

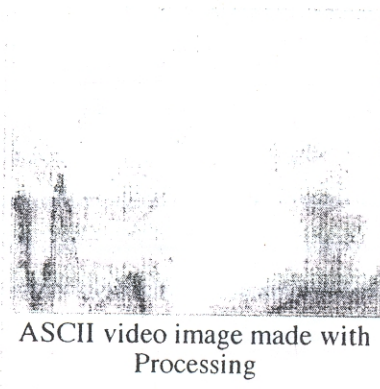
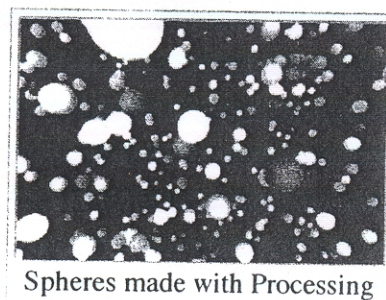
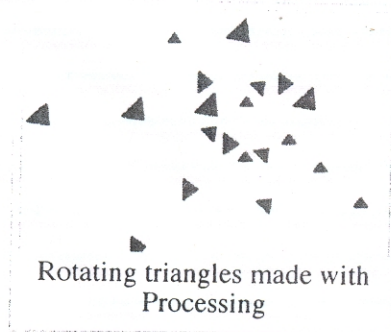
Free!

Curriculum

We will cover as many of these items as possible.

Introduction to Processing

- What is Processing?



- What can you do with it?
- Examples/demos

Basics

- Opening the application
- How to learn more (see examples)
- Counting pixels (the coordinates system)
- Basic syntax (how to talk to Processing)
- Drawing a line
- Drawing a box
- Making it bigger
- Changing the color
- Variables

Motion

- `setup()` and `draw()`
- Mouse input
- Translation
- Rotation
- Compounding translations (`pushMatrix` & `popMatrix`)

Logic

- If statements
- If/else statements
- For loops
- Using loops with translation & rotation

Type

- Loading fonts
- Displaying text
- Measuring width & size

More Advanced Topics

- Functions
- Classes and objects
- Libraries
- Video input
- PDF output

What You Need To Do

The workshop is full! Contact Scott to be added to the waiting list.

For those who have already RSVPed:

- Bring a laptop (recommended). Computers will not be provided, but we'll have wireless Internet access and lots of power outlets. Processing works on Windows, Mac OS, and Linux, so any kind of computer should work fine.
- Consider downloading the Processing application (<http://processing.org/>) and installing it in advance.
- Let me know if you won't be able to make it, so someone else can have your slot.

Expressions of Interest

Add your name to the list here if you're interested in participating, and be sure to review #What You Need To Do above.

- Scott Murray (instructor)
- Brian Ferrell (I'll bring a webcam to demonstrate video input)
- Andy (I'll bring a 720p projector)
- User:BuddhaHacker (Jonas) (not sure where I am)
- Rachel If we don't have a space by the time you're ready to give this, Scott, I will volunteer my house which is reasonably arranged for such a thing.
- DavidMolnar (August is not good, but most of the Fall should be fine)
- User:Daniela Steinsapir I hope to make it
- User:mtbf0 i want some o' that, but i works most saturdays
- Jacob
- Audrey
- Mattbot
- Steen
- LeahCooper - cooper.leah@gmail.com
- MarkC

Retrieved from "https://www.noisebridge.net/wiki/Processing_Workshop"

Categories: Processing | Events

-
- This page was last modified 07:13, 15 October 2008.
 - Content is available under Attribution-Noncommercial-Share Alike 3.0 Unported.

[Noisebridge-discuss] Hardware Sprint: Brain Machines

Davidfine d at vidfine.com

Wed Jan 16 14:16:35 PST 2008

- Previous message: [\[Noisebridge-discuss\] Meeting 2008-01-15, 7 PM, 40 Ringold, with food](#)
 - Next message: [\[Noisebridge-discuss\] Hardware Sprint: Brain Machines](#)
 - **Messages sorted by:** [\[date \]](#) [\[thread \]](#) [\[subject \]](#) [\[author \]](#)
-

Noisebridge's very own Mitch Altman, who you've probably met at one of the meetings, developed an open source "Brain Machine". Basically it uses light and sound to guide you into altered states of consciousness. <http://www.makezine.com/10/brainwave/>

So people, let's build some!

I will organize a place in SF and time next month, and order the parts for people (around \$15 per). I'd like a non-committal email from people who are interested so that I can get a sense of scale. Mitch, I hope you'd want to come and give a talk about the project!

The online guide used Lady Ada's miniPOV kit, but to save you money we're gonna build it on to a cheapo perf board.

By building one of these you will learn how to:

- * Solder
 - * Program an Atmel Micro
 - * Make LEDs blink
 - * Attain Zen-like states in under 7 minutes
-

- Previous message: [\[Noisebridge-discuss\] Meeting 2008-01-15, 7 PM, 40 Ringold, with food](#)
 - Next message: [\[Noisebridge-discuss\] Hardware Sprint: Brain Machines](#)
 - **Messages sorted by:** [\[date \]](#) [\[thread \]](#) [\[subject \]](#) [\[author \]](#)
-

[More information about the Noisebridge-discuss mailing list](#)

Brain Machine Workshop

From Noise Bridge

Brain Machine Building Workshop

When: Saturday, February 16th, 2008 -- noon to 4pm

Where: 221 Pine St. 6th floor

What: Noisebridge's first Hardware Sprint! -- All parts, tools, and food provided

- 17 people made their own Brain Machine at this first official Noisebridge event!
- Tons of fun for all.
- Check out these photos (<http://www.flickr.com/photos/maltman23/sets/72157603930403848/>)

Let's make something!

This fun workshop is for everyone: total beginners (even if you've never built anything, ever), as well as people skilled in the art.

The Brain Machine blinks light and pulses sound at a pre-programmed sequence of brainwave frequencies -- in this case, a meditation sequence. If you use the Brain Machine, your brain synchronizes to the meditation sequence, and you experience it! And a nice bonus is that you hallucinate beautiful colors and patterns from your subconscious mind. Sound cool? Most people agree!

I originally wrote up the Brain Machine as a DIY project for MAKE Magazine #10 in May-07 (http://cachefly.oreilly.com/make/wp_brainmachine.pdf) . (Here's a video (<http://makezine.com/10/brainwave/>) .) Since then several hundred people have taken the workshops I've given at Maker Faires, hacker conferences, and friends' places. Everyone has successfully completed their Brain Machines. You can too.

By building one of these you will learn how to:

- Solder like a pro
- Program an Atmel Micro
- hack microcontrollers
- Make LEDs blink
- Attain Zen-like states in under 7 minutes

All tools and parts are provided. Parts cost me \$20, and I ask that people pay me for the parts.

I'll bring food and drinks. Feel free to bring more.

Mitch.

Please add your name below if you are interested in doing the workshop (no committment implied):

- Mitch Altman
- Jacob Appelbaum
- Audrey Penven

- scott lamorte
- Matt Peterson
- Rachel McConnell
- Asheesh
- Rubin Starset - Will hopefully show up with some soldering irons and random tools.
- Al Billings
- Mark Cohen - Will also hopefully bring an iron, solder and random tools...
- David Molnar
- Jesse Zbikowski
- Alex Graveley
- Matthew Baggott
- Praveen Sinha

Retrieved from "https://www.noisebridge.net/wiki/Brain_Machine_Workshop"

Category: Events

- This page was last modified 07:14, 15 October 2008.
- Content is available under Attribution-Noncommercial-Share Alike 3.0 Unported.

[Noisebridge-announce] Milk and Cookies, Friday 21 November 7pm at 83C

David Molnar dmolnar@eecs.berkeley.edu

Wed Nov 19 17:24:45 PST 2008

- Previous message: [\[Noisebridge-announce\] Workshop: Basic Bicycle Maintenance - Nov 17th - 83c](#)
 - Messages sorted by: [\[date\]](#) [\[thread\]](#) [\[subject\]](#) [\[author\]](#)
-

Just a reminder: I will host Milk and Cookies this Friday, 21 November, at 7PM in 83C. If this time does not work for you, don't worry, we will have more. (Better yet, host one yourself!)

The idea with Milk and Cookies is simple: each of us reads for 5-7 minutes from something that inspires us, or does a little show and tell. What you read or show can be anything, from an essay to a theorem and its proof to a new project, you get the idea. Please keep it to 5-7 minutes though so everyone can read.

I will bring cookies and milk. I've heard that people are also bringing vegan cookies and soy milk (Jake and Alex P. at least.)

We will run this as a potluck, so bring things if you want. Not required to bring anything other than yourself and something to read.

-David Molnar

----- next part -----

A non-text attachment was scrubbed...

Name: signature.asc

Type: application/pgp-signature

Size: 250 bytes

Desc: OpenPGP digital signature

Url : <http://www.noisebridge.net/pipermail/noisebridge-announce/attachments=20081119/9a185a01/signature.pgp>

- Previous message: [\[Noisebridge-announce\] Workshop: Basic Bicycle Maintenance - Nov 17th - 83c](#)
 - Messages sorted by: [\[date\]](#) [\[thread\]](#) [\[subject\]](#) [\[author\]](#)
-

[More information about the Noisebridge-announce mailing list](#)

Soldering Workshop

From Noise Bridge

Mitch wants to teach a soldering workshop, and Mikael wants to carve pumpkins.

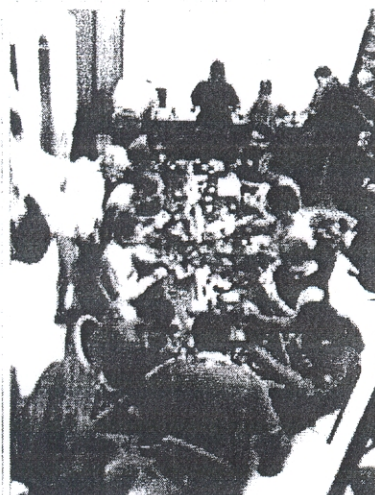
Contents

- 1 Time and Place
- 2 Overview
- 3 Cost
- 4 Trippy RGB Waves lighting project
- 5 Light sensitive pumpkin lighters
- 6 Expressions of Interest

Time and Place

Saturday, 25 October, 3:00pm
at Noisebridge, 83C Wiese (near 16th St. & Mission)

Overview



People happily soldering away at the workshop

You can learn to solder! Anyone can. Soldering is a basic skill for just about all electronics projects. If you've never soldered before, this workshop will give you the confidence to solder in less than two hours. If you want to learn how to solder better, this workshop will show you how. If you have soldered before, this workshop will teach you to solder surface mount parts with confidence.

Learn by doing! I will have fun kits to learn with. For total newbies (and those interested), I will have kits for Trippy RGB Waves project



Audrey tripping on her brainwaves at the workshop

(http://www.tvbgone.com/cfe_mfaire.php) , a trippy, fun mood light using Red, Green, and Blue LEDs that has sensors on it to create waves of colors if you put a few of them together (scroll down from the link for more info). For more experienced people I will have a surface mount project (yet TBD -- but it will be fun!). You will be able to take your completed project home with you. If you prefer, feel free to bring your own soldering project.

Once you're done with your project, wouldn't it be awesome to fit your newly created functional LED thingie into a pumpkin? Making it reactive to ambient light? This way, you could have your own Jack-O-Lantern that only glows when glowing brings anything. So join in the pumpkin hackin' part too - with a light-sensitive LED circuit that'll take care of your pumpkin lightin' woes.

Cost

Mitch's teaching time is free of charge, but the Trippy RGB Waves kits cost \$10 each (which is what they cost me), and the surface mount kits will probably cost about \$20 each. Feel free to bring your own soldering project if you prefer (no charge for this).

As for the pumpkins, Mikael'll organize a pumpkin shoppin' trip on Saturday, and as long as you get requests through by then, you'll have a pumpkin. Charges for that: the price of your pumpkin, rounded up a bit to fund the cutting tools. Depending on size, anything from \$2 to \$15 (numbers are wild and unsubstantiated guesses).

Trippy RGB Waves lighting project

Imagine a bunch of little lights (maybe 20 or 40 of them), on a table, each about the size of a chess piece. Each is independent of the other. You arrange them around on the table any way you want. Each one continually slowly changes colors on its own. When you wave your hand over them, it creates waves of colors that follow your hand.

Here is a 30-second video of the Trippy RGB Waves project (<http://www.youtube.com/watch?v=MGG8JH8itwE>) in action.

More info on these kits is available at: www.CornfieldElectronics.com (http://www.tvbgone.com/cfe_mfaire.php) (scroll down till you see the section for Trippy RGB Waves kit).

Light sensitive pumpkin lighters

With a pair of LEDs, a transistor and a photocell, and some wires, resistors and cabling, your pumpkin will react to ambient light and light up when the photocell detects darkness. It's a reasonably easy beginners project - with no more than 15 solder points altogether, and a total cost around \$5, including a battery and a battery holder to drive the whole assembly.

Expressions of Interest

Add your name to the list here if you'd be interested in participating! Don't worry — we won't hold you to it.

Soldering:

- Mitch Altman (instructor)
- Brian Ferrell
- mindwarp
- rachel - I also have a technique I worked out for soldering crimping beads to SMD parts to let them be sew-able... happy to show this off if there is interest. Great sadness - unable to come, friend's wedding. Rachel 17:46, 23 October 2008 (PDT)
- nila
- John
- Zaga
- Scott Murray
- bobby
- Mattbot
- Jesse Zbikowski
- Andy
- Jacob
- Daniela Steinsapir
- Audrey
- Mikael Vejdemo-Johansson
- Shannon & Francis Lee
- jstockford aka jim

- mollybee
- Steve - the one who juggles fire
- Jeffrey Malone
- John Magolske
- Lloyd Droppers
- MarkC I'll bring a soldering iron. (like the one we have in the fishbowl)
- Jeff Trull - I'm an EE, and I can't solder. How sad is that?
- Enki ohai!
- Praveen

Pumpkins:

- Mikael Vejdemo Johansson
- Steen
- Brian Ferrell
- mollybee
- Daniela Steinsapir

Retrieved from "https://www.noisebridge.net/wiki/Soldering_Workshop"

Category: Events

- This page was last modified 03:13, 27 October 2008.
- Content is available under Attribution-Noncommercial-Share Alike 3.0 Unported.

[Noisebridge-announce] Workshop: Basic Bicycle Maintenance - Nov 17th - 83c

Rubin Abdi [rubin at starset.net](mailto:rubin@starset.net)

Wed Nov 12 17:55:33 PST 2008

- Next message: [\[Noisebridge-announce\] Milk and Cookies, Friday 21 November 7pm at 83C](#)
 - Messages sorted by: [\[date\]](#) | [\[thread\]](#) | [\[subject\]](#) | [\[author\]](#)
-

Your bike sounds unhappy!

Bring it over and we'll show you some simple things on making it better. The idea is we'll show you very basic maintenance that you can do at home on a monthly bases for the cheap which'll make your bike ride better and not sound horrible (screeeech). This is more of a watch and learn and a little less hands on, but you will still have a chance to work on your bike if there's time.

Limit of 8 people for this class due to space, PLEASE RSVP! Email me directly if you'd like to attend and participate, bike in hand and all.

-- When and where does it happen?

200811171930, Monday November 17th 7:30PM sharp. Noisebridge 83c Wiese St San Francisco CA.

-- Who's running it?

Rubin and rigel.

-- What you might learn?

- * Replacing a tube/tire
- * Cleaning chain and cogs
- * Light derailleur tweaking
- * Touching base on truing wheels

-- What you wont get?

- * Someone else fixing your bicycle for you
- * How to ride a bike like an extreme pro
- * Free parts and tools to take home

-- What to bring?

- * Yourself
- * Your bike
- * Clean rag
- * Toothbrush you don't use on your teeth anymore (optional)
- * \$1 - \$5 donation for supplies.
- * bike multitool, if you have one

Please remember, don't be lame, RSVP!

--

Rubin Abdi

[Rubin at Starset.net](mailto:Rubin@Starset.net)
